



Runtime Revolution and REAL Software

Session 011





Runtime Revolution and REAL Software

Louk Janssen and Tyler Stone
Apple, Partnership Managers



REVOLUTION

The Solution for Software Development

Geoff Canyon
Evangelist
Runtime Revolution Ltd

The Solution

- Revolution is
 - Fast
 - Powerful
 - Easy to use
 - Versatile
 - Fully featured
- Creates native Mac OS X stand-alone applications



Fast

- Do more with less code
- Save time and frustration
- A more productive way to develop



Powerful

- Commercial-grade development tool
- Ready for use in any kind of development
- High-end features
 - Database access
 - Arrays, regular expressions
 - Dynamically created controls
 - Internet access: HTTP, FTP, sockets



Easy to Use

- Easy to start
- Easy to develop
- Easy to deploy



Multiplatform

- Runs on a dozen platforms
- Compiles to a dozen platforms
- Code Once, Deploy Many



Target Audience

- Simplicity for Beginners
 - Efficiency for Educators
 - Features for Small and Medium Business
 - Power for Enterprises
-
- In short, a developer's paradise!





Demo

Because Presentations Are Boring

Developer Support

- Direct support from the development team for professional users
- Onsite training
- Large and active developer community to exchange code, discuss solutions
- Custom development



What's Next

- XML
- Unicode
- Window shapes
- mach.o



Who to Contact

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<http://www.runrev.com>

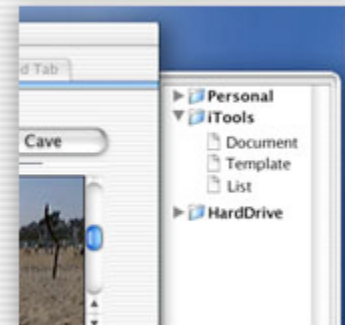
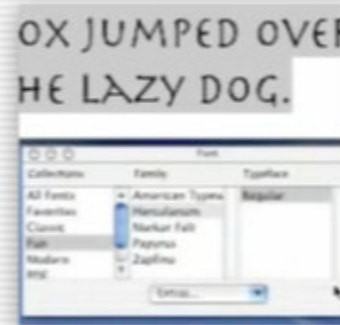
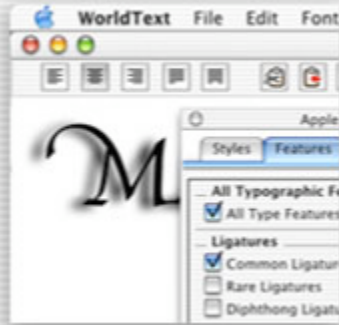
For More Information

- Revolution Developer Documentation
<http://www.runrev.com/revolution/docs/index.html>
- Other places
<http://www.altuit.com/webs/altuit2/RunRev>
<http://www.hyperactivesw.com/mctutorial/rrtutorialtoc.html>





Q&A

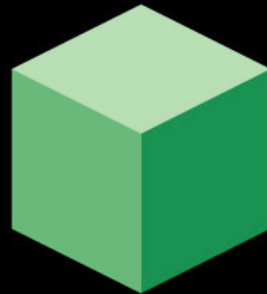


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<http://developer.apple.com/wwdc2002/urls.html>



REAL Software



REAL Software

Lorin Rivers
VP of Marketing, REAL Software
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Professional Tool

- Compiled, native single-file executables
- Modern, object-oriented language
- Native performance and UI
- Platform independent

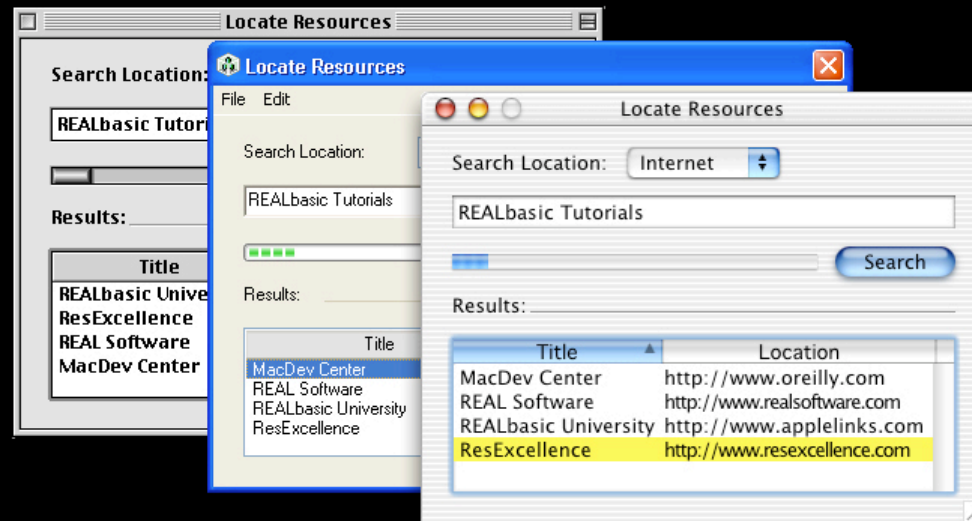


Supported Platforms

	IDE	Compile for
Mac OS 8 and 9	Yes	Yes
Mac OS X	Yes	Yes
Windows 95–XP		Yes



1 Project, 3 Platforms



OOP Power

- Dot Syntax—class.method
- Inheritance
- Polymorphism
- Constructors and Destructors
- Method Overloading
- Class Interfaces
- Virtual Methods



Productivity

- Code Editor—Autocomplete provides likely solutions as you type
- Reuse Classes—can be external to current project and in multiple projects
- Unlimited Undo/Redo
- Automatic Crash Recovery
- Automatic Memory Management



Graphics and Multimedia

- Rich toolset for creating graphics, printing, and custom UI
- QuickTime—use and create movies, graphics, and audio
- Rb3D—3D engine
- Sprites—2D animation engine



Interaction and Communication

- RbScript—compile and execute REALbasic code on the fly in compiled applications
- AppleScript and Apple events
- Sockets
- Serial ports



Leverage Your Knowledge

- Visual Basic compatibility—Import VB forms and modules
- Declares to Mac Toolbox, Win32 API
- Plug-in SDK—reuse existing C/C++ code
- Access PPC Shared Libraries



Power for Business

- Database-Independent Programming— supports SQL, ODBC, numerous industry-standard databases
- Microsoft[®] Office Automation— create and modify Office documents



Resources for Success

- Classes and examples—on CD and website
- Developer Community—active listservs and newsgroup
- Third-party Plug-ins—numerous commercial plug-ins for extending REALbasic
- Visit us at:
<http://www.realbasic.com>



The Future

- Additional platforms
- Tightly integrated version control for team development
- Two-pass compiler—mach.o support coming soon
- Open Alphas and Betas—anyone welcome to try out the latest releases!





Demo



Success Stories

Who to Contact

Lorin Rivers

Vice President of Marketing, REAL Software Inc.

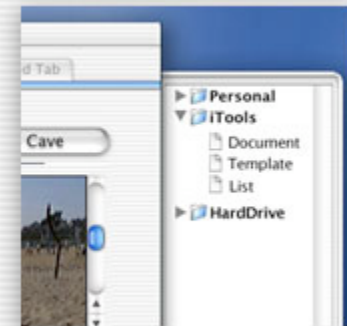
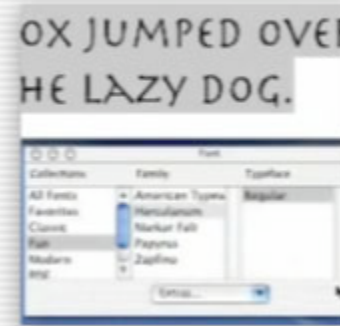
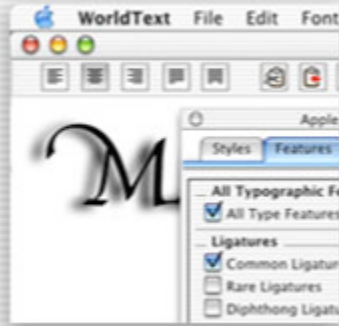
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Q&A



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